



Us Patent & Trademark Office

SIGN IN SIGN UP

Searching for: (animation and version and update) ([start a new search](#))Found **776** within *The ACM Guide to Computing Literature* (Bibliographic citations from major publishers in computing)Limit your search to [Publications from ACM and Affiliated Organizations](#) (Full-Text collection: **309,200** items)

REFINE YOUR SEARCH

▼ Refine by Keywords

[Discovered Terms](#)

▼ Refine by People

[Names](#)
[Institutions](#)
[Authors](#)
[Editors](#)
[Advisors](#)
[Reviewers](#)

▼ Refine by Publications

[Publication Year](#)
[Publication Names](#)
[ACM Publications](#)
[All Publications](#)
[Content Formats](#)
[Publishers](#)

▼ Refine by Conferences

[Sponsors](#)
[Events](#)
[Proceeding Series](#)

Search Results

Related Journals

Related Magazines

Related SIGs

Related Conferences

Results 1 - 20 of 776

Sort by [relevance](#) in [expanding](#)Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#)1 [Review: Thomas Licata, Editor: Electroacoustic Music: Analytical Perspectives](#)[Michael Hamman](#)

September 2003

Computer Music Journal, Volume 27 Issue 3**Publisher:** MIT Press**Bibliometrics:** Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation2 [Sensation preserving simplification for haptic rendering](#)[Miquel A. Otaduy](#), [Ming C. Lin](#)

July 2003

SIGGRAPH '03: SIGGRAPH 2003 Papers**Publisher:** ACM [Request Permissions](#)Full text available: [Mov](#) (26:9 MIN), [Pdf](#) (2.06 MB)**Bibliometrics:** Downloads (6 Weeks): 8, Downloads (12 Months): 36, Downloads (Overall): 698, Citation C

We introduce a novel "sensation preserving" simplification algorithm for faster collision queries between polyhedral objects in haptic rendering. Given a polyhedral model, we construct a multiresolution hierarchy filtered edge collapse", ...

Keywords: collision detection, haptics, level-of-detail algorithms

Also published in:

July 2003 **Transactions on Graphics (TOG)** Volume 22 Issue 3

ADVANCED SEARCH

[Advanced Search](#)

FEEDBACK

[Please provide us with feedback](#)Found **776** of **1,684,561**3 [A simulation based decision support approach for operational capacity planning in a customer order assembly line](#)[Michael Andersson](#), [Gösta Olsson](#)

December 1998

WSC '98: Proceedings of the 30th conference on Winter simulation**Publisher:** IEEE Computer Society PressFull text available: [Pdf](#) (280.83 KB)**Bibliometrics:** Downloads (6 Weeks): 11, Downloads (12 Months): 34, Downloads (Overall): 370, Citation C4 [Evaluating an Animated Pedagogical Agent](#)[Antonia Mitrović](#), [Pramuditha Suraweera](#)

June 2000

ITS '00: Proceedings of the 5th International Conference on Intelligent Tutoring Systems**Publisher:** Springer-Verlag**Bibliometrics:** Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation

The paper presents SmartEgg, an animated pedagogical agent developed for SQLT-Web, an intelligent S the Web. It has been shown in previous studies that pedagogical agents have a significant motivational i students. Our hypothesis was ...


5 [Immersed Visual Data Mining: Walking the Walk](#)[Ayman Ammoura](#), [Osmar R. Zaiane](#), [Yuan Ji](#)

July 2001

BNCOD 18: Proceedings of the 18th British National Conference on Databases: Advances Databases**Publisher:** Springer-Verlag**Bibliometrics:** Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation


This paper presents a flexible system, DIVE-ON, for the purpose of visual data mining. A new approach to interactively visualize and explore N-dimensional data warehouses in an immersed virtual environment is presented. DIVE-ON is capable of constructing ...

6 [Embodied agents for multi-party dialogue in immersive virtual worlds](#)

 [David Traum](#), [Jeff Rickel](#)

July 2002 **AAMAS '02: Proceedings of the first international joint conference on Autonomous agents and systems: part 2**

Publisher: ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (351.46 KB)

Bibliometrics: Downloads (6 Weeks): 11, Downloads (12 Months): 74, Downloads (Overall): 728, Citation C

Immersive virtual worlds are increasingly being used for education, training, and entertainment, and virtual worlds that can interact with human users in these worlds play many important roles. However, current computational models of dialogue do not ...


Keywords: human-computer interaction, multi-agent systems, multi-modal communication, spoken dialogue, virtual humans, virtual reality

7 [Human Factors Evaluation Techniques to Aid Understanding of Virtual Interfaces](#)

[R.S. Kalawsky](#), [S.T. See](#), [S.P. Nee](#)

January 1999 **BT Technology Journal**, Volume 17 Issue 1

Publisher: Kluwer Academic Publishers

Full text available:  [Publisher Site](#)

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation

Advances in enabling technologies such as broadband wide area networks and the proliferation of the Internet have led to industry and home users looking beyond conventional communications media. Consequently, the telecommunications industry has been extending ...

8 [Sun Labs-The First Five Years: The First Fifty Technical Reports. A Commemorative Issue](#)

[Ching-Chih Chang](#), [Amy Hall](#), [Jeanie Treichel](#)

September 1998 **Sun Labs-The First Five Years: The First Fifty Technical Reports. A Commemorative Issue**


Publisher: Sun Microsystems, Inc.

Full text available:  [Pdf](#) (6.34 MB)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 1, Downloads (Overall): 36, Citation Cour



This commemorative issue in the technical report series encompasses the first five years of Sun Labs' existence from 1991 through 1996. In addition to the Abstracts of the first fifty reports, the contents include a list of reports issued during that ...

9 [Interacting with smoke and fire in real time](#)

 [Jos Stam](#)


July 2000 **Communications of the ACM**, Volume 43 Issue 7

Publisher: ACM  [Request Permissions](#)

Full text available:  [Html](#) (31.16 KB),  [Pdf](#) (455.04 KB)


Bibliometrics: Downloads (6 Weeks): 14, Downloads (12 Months): 83, Downloads (Overall): 1112, Citation

10 [Interaction and modeling techniques for desktop two-handed input](#)

 [Ken Hinckley](#), [Mary Gzerwinski](#), [Mike Sinclair](#)

November 1998 **UIST '98: Proceedings of the 11th annual ACM symposium on User interface software technology**

Publisher: ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (212.66 KB)

Bibliometrics: Downloads (6 Weeks): 16, Downloads (12 Months): 101, Downloads (Overall): 1053, Citation


Keywords: TouchMouse, input devices, map navigation, tablets, three-state model, touchpads, two-handed input

11 [CS1 concepts using simple animation in Java](#)

Rachei Sturm-Beiss, Deborah Sturm

April 2000 **CCSC '00**: Proceedings of the fifth annual CCSC northeastern conference on The journal of co small colleges

Publisher: Consortium for Computing Sciences in Colleges

Full text available:  [Pdf](#) (43.73 KB)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 39, Downloads (Overall): 500, Citation Cc

Also published in:


May 2000 **Journal of Computing Sciences in Colleges** Volume 15 Issue 5

12 [A parallel dynamic-mesh Lagrangian method for simulation of flows with dynamic interfaces](#)

Noel J. Wakington, James E. Antaki, Guy E. Blueloch, Omar Ghattas, Iran Melcevic, Gary L. Miller

November 2000 **Supercomputing '00**: Proceedings of the 2000 ACM/IEEE conference on Supercomputing (

Publisher: IEEE Computer Society

Full text available:  [Pdf](#) (874.03 KB)

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 11, Downloads (Overall): 378, Citation Cc

Many important phenomena in science and engineering, including our motivating problem of microstruct flow, can be modeled as flows with dynamic interfaces. The major challenge faced in simulating such flow resolving the interfacial motion. ...

13 [A morphable model for the synthesis of 3D faces](#)

Volker Blanz, Thomas Vetter

July 1999 **SIGGRAPH '99**: Proceedings of the 26th annual conference on Computer graphics and interactive techniques

Publisher: ACM Press/Addison-Wesley Publishing Co.  [Request Permissions](#)

Full text available:  [Pdf](#) (2.76 MB)

Bibliometrics: Downloads (6 Weeks): 65, Downloads (12 Months): 513, Downloads (Overall): 4381, Citation Cc

Keywords: computer vision, facial animation, facial modeling, morphing, photogrammetry, registration


14 [TAYLOR II manufacturing simulation software](#)

William B. Nordgren

December 1998

WSC '98: Proceedings of the 30th conference on Winter simulation

Publisher: IEEE Computer Society Press

Full text available:  [Pdf](#) (43.09 KB)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 4, Downloads (Overall): 110, Citation Cc


15 [AutoMod product suite: AutoMod tutorial](#)

Matthew W. Bohrer

December 2000

WSC '00: Proceedings of the 32nd conference on Winter simulation

Publisher: Society for Computer Simulation International

Full text available:  [Pdf](#) (528.90 KB)

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 26, Downloads (Overall): 213, Citation Cc

Whether designing a new system or modifying an existing one, engineers want to take the guesswork out of the best possible solution. While there are many analysis methods for designing industrial systems, simulation remains the method that gives ...

16 [Sketching for military courses of action diagrams](#)


Kenneth D. Forbus, Jeffrey Lisher, Vernel Chapman



January 2003

IUI '03: Proceedings of the 8th international conference on Intelligent user interfaces

Publisher: ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (1.46 MB)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 48, Downloads (Overall): 654, Citation Cc

A serious barrier to the digitalization of the US military is that commanders find traditional mouse/menu interfaces unnatural. Military commanders develop and communicate battle plans by sketching courses of action (COAs). This paper describes ...

Keywords: analogy, multimodal interfaces, nuSketch, qualitative reasoning, sketch understanding, spatial reasoning


17 [Tour into the video: image-based navigation scheme for video sequences of dynamic scenes](#)

[Hyung Woo Kang](#), [Sung Yong Shin](#)

November 2002

VRST '02: Proceedings of the ACM symposium on Virtual reality software and te

Publisher: ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (4.53 MB)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 14, Downloads (Overall): 639, Citation Cc

Tour Into the Picture (TIP) is a method for generating a sequence of walk-through images from a single image. By navigating a 3D scene model constructed from the image, TIP provides convincing 3D effects. presents a comprehensive ...

Keywords: animation, image-based rendering, video sequence


18 [Aesthetic edits for character animation](#)

[Michael Neff](#), [Eugene Fiume](#)

July 2003

SCA '03: Proceedings of the 2003 ACM SIGGRAPH/Eurographics symposium on Computer

Publisher: Eurographics Association

Full text available:  [Pdf](#) (895.78 KB)

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 19, Downloads (Overall): 380, Citation Cc

The utility of an interactive tool can be measured by how pervasively it is embedded into a user's workflow for artists additionally must provide an appropriate level of control over expressive aspects of their work suppressing unwanted ...


19 [Programming languages and systems for prototyping concurrent applications](#)

[Wilhelm Hasselbring](#)

March 2000

Computing Surveys (CSUR), Volume 32 Issue 1

Publisher: ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (559.78 KB)

Bibliometrics: Downloads (6 Weeks): 22, Downloads (12 Months): 148, Downloads (Overall): 2737, Citation Cc

Concurrent programming is conceptually harder to undertake and to understand than sequential programming because a programmer has to manage the coexistence and coordination of multiple concurrent activities alleviate this task several high-level ...

Keywords: concurrency, distribution, parallelism, rapid prototyping, very high-level languages


20 [A geometric constraint library for 3D graphical applications](#)

[Hiroshi Hosobe](#)

June 2002

SMARTGRAPH '02: Proceedings of the 2nd international symposium on Smart graphics

Publisher: ACM

Full text available:  [Pdf](#) (285.48 KB)

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 38, Downloads (Overall): 719, Citation Cc

Recent computer technologies have enabled fast high-quality 3D graphics on personal computers, and all made the development of 3D graphical applications easier. However, most of such technologies do not support layout and behavior ...

Keywords: 3D graphics, constraint satisfaction, geometric constraints, geometric layout, scene graphs

Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#)

The ACM Digital Library is published by the Association for Computing Machinery. Copyright © 2011 ACM, Inc.

[Terms of Usage](#) [Privacy Policy](#) [Code of Ethics](#) [Contact Us](#)

Useful downloads:  [Adobe Acrobat](#)  [QuickTime](#)  [Windows Media Player](#)  [Real Player](#)